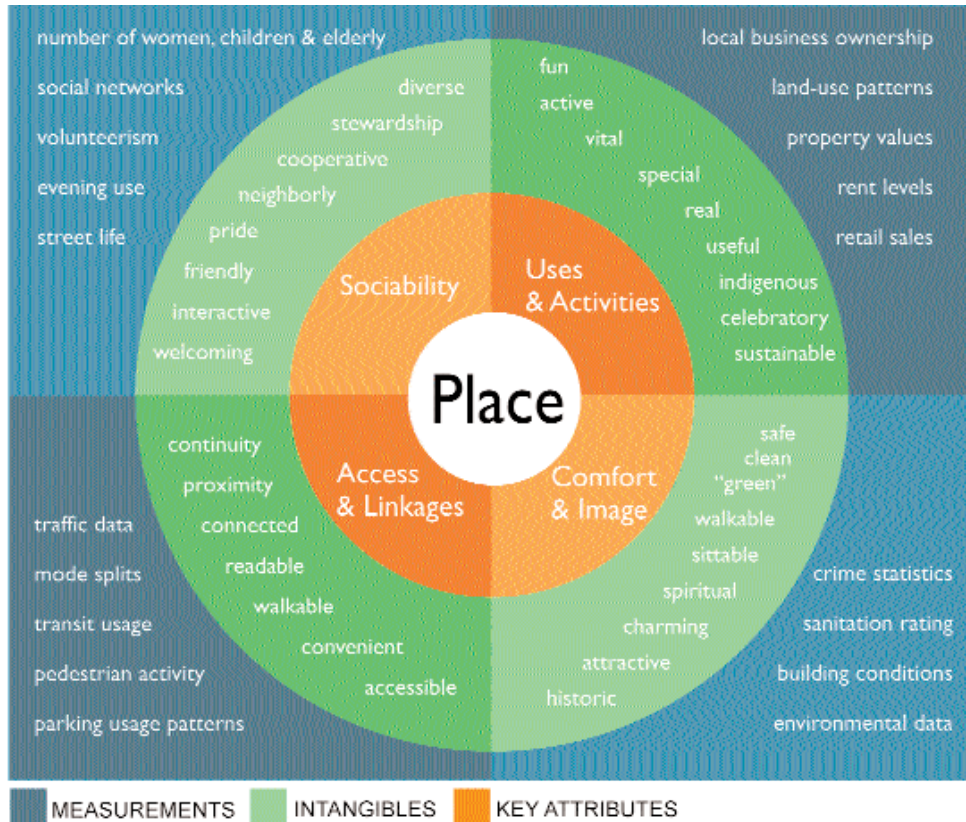


# What Makes a Great Place?

In evaluating more than 1,500 public spaces around the world, Project for Public Spaces (PPS) has found that successful ones have four key qualities: they are accessible; people are engaged in activities there; the space is comfortable and has a good image;

and finally, it is a sociable place: one where people meet each other and take people when they come to visit. PPS developed The Place Diagram as a tool to help people in judging any place, good or bad:



Imagine that the center circle on the diagram is a specific place that you know: a street corner, a playground, a plaza outside a building. You can evaluate that place according to four criteria in the red ring. In the ring outside these main crite-

ria are a number of intuitive or qualitative aspects by which to judge a place; the next outer ring shows the quantitative aspects that can be measured by statistics or research.

## Placemaking *through* Transportation



## New Hampshire Department of Transportation

This exercise is intended to be used as a tool to evaluate how well streets and adjacent land uses are performing as Places, and identify opportunities for enhancing them in the future.

LOCATION: \_\_\_\_\_

## A EVALUATE THE PLACE (10 minutes)

Evaluate how well this site performs as a place.

ACCESS, LINKAGES & INFORMATION	←	DISAGREE	AGREE	→
Pedestrians can easily walk to and through the place.	1	2	3	4
Pedestrian access is safe and convenient:				
- Sidewalks connect to adjacent areas;	1	2	3	4
- Crosswalks are well marked;	1	2	3	4
- Crossing distances are minimal.	1	2	3	4
Taking transit is easy:				
- Stops and stations are easy to find;	1	2	3	4
- Stops and stations are easy to get to on foot;	1	2	3	4
- Maps and schedules are readily available.	1	2	3	4
Bicycling is easy:				
- Routes are safe and convenient;	1	2	3	4
- Routes are well marked;	1	2	3	4
- Storage is adequate.	1	2	3	4
Automobiles do not detract from the pedestrian experience.	1	2	3	4
There is adequate directional signage, maps and location information.	1	2	3	4
Autos are able to use the facility safely and efficiently.	1	2	3	4

SUM of ANSWERS = \_\_\_\_\_

AVERAGE ANSWER (Sum: \_\_\_\_\_ /13) =

## C INTERVIEW (5 minutes)

Ask one or two people in the place you evaluated what they like about the place and what they would do to improve it. If a particular issue from the ratings above has emerged, ask them their opinion about it.

THEIR ANSWER(S):

## D PROBLEM STATEMENT

Return to the workshop room, sit with your group, and reach consensus on a Problem Statement that:

- is 2 to 3 sentences;
- includes problems & needs related to transportation, community and environmental concerns;
- does not pre-figure solutions;
- is not mode-specific.

# B Identify the Opportunities of this Place

(25 minutes)

List below, by category, the opportunities that exist in this place. Add others not mentioned. Include both short-term, low-cost opportunities and long-term changes.

- 1. What do you like best about this place as a whole?
- 2. List a few things that you would do to improve this place that could be done right away and that wouldn't cost a lot.
- 3. What 3 changes would you make to this place in the long term that would have the biggest impact?
- 4. What local partnerships or local talent can you identify that could help implement some of your proposed improvements? Please be as specific as possible.

COMFORT & IMAGE

← DISAGREE AGREE →

The road is attractive and fits its surroundings.	1	2	3	4
Amenities are operable, well located, and consistent in design:				
- Seating;	1	2	3	4
- Telephones;	1	2	3	4
- Waste receptacles;	1	2	3	4
- Lighting fixtures;	1	2	3	4
- Restrooms.	1	2	3	4
The road respects and highlights important natural and scenic features (parks, rivers, wetlands, agricultural land, forests, mountains, etc).	1	2	3	4
It respects and highlights important community features (skylines, boulevards, historic places, etc.).	1	2	3	4
It feels safe and well cared for.	1	2	3	4

SUM of ANSWERS =

AVERAGE ANSWER (Sum: /9) =

## USES & ACTIVITIES

← DISAGREE AGREE →

There are opportunities to use the place for active recreational experiences (e.g. walking, shopping, access to boating, fishing, hiking).

1 2 3 4

Uses are easily visible and inviting for drivers and pedestrians.

1 2 3 4

Populated areas (a commercial street or residential area) have many different activities occurring.

1 2 3 4

The road enhances the setting of and access to local businesses and cultural institutions.

1 2 3 4

Continuity of street-level uses makes for a pleasant walking experience.

1 2 3 4

**SUM of ANSWERS =** \_\_\_\_\_

**AVERAGE ANSWER (Sum: \_\_\_\_\_ /5) =**

## SOCIABILITY

← DISAGREE AGREE →

People use the place regularly by choice.

1 2 3 4

There are places to gather / there is evidence of people in groups.

1 2 3 4

Strangers make eye contact; people smile and display affection.

1 2 3 4

Chance encounters happen frequently, as people tend to run into someone they know.

1 2 3 4

There is a mix of ages, sexes and ethnic groups which generally reflects the community at large.

1 2 3 4

People bring their friends and relatives to see the Place or they point to key elements with pride.

1 2 3 4

**SUM of ANSWERS =** \_\_\_\_\_

**AVERAGE ANSWER (Sum: \_\_\_\_\_ /6) =**

## AVERAGE ANSWER OF ALL AREAS

AVERAGE ACCESS, LINKAGES & INFO \_\_\_\_\_

AVERAGE COMFORT & IMAGE \_\_\_\_\_

AVERAGE USES & ACTIVITIES \_\_\_\_\_

AVERAGE SOCIABILITY \_\_\_\_\_

**SUM of ANSWERS =** \_\_\_\_\_

**AVERAGE of ALL (Sum: \_\_\_\_\_ /4) =**